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HeroQuest

Wizards of Morcar

Quest Book

by Stephen Baker

Requires HeroQuest Game System to play (sold separately).

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Alchemist's Shop

Potion of Healing
A brilliantly-glowing brew that tastes of home.
Drink this potion to roll 1 red die and restore that number of Body Points (not exceeding your Body Point total).
Cost: 500 gold coins
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Potion of Healing

Cost: 500 gold coins

Drink this potion to roll 1 red die and restore that number of Body Points (not exceeding your Body Point total).

Potion of Magic Resistance
You find a small, gleaming bottle hidden beneath a disused shield.
Drink this potion to cancel any one damage-causing spell cast on you.
Discard after use.
© 2025 Hasbro.

Potion of Magic Resistance

Cost: 300 gold coins

Drink this potion when a spell is cast on you to ignore that spell's effects.

Potion of Fire Resistance
You find a bright red glass bottle hidden among debris.
If you drink this potion, you will be completely unharmed by the next magical fire attack to hit you, be it a spell or a Fireburst trap.
Discard after a fire attack has been resisted.
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Potion of Fire Resistance

Cost: 300 gold coins

Drink this potion to remain unharmed by the next magical fire attack to hit you, whether it's a spell or a Fireburst trap.

Potion of Magical Aptitude
You find a vial of silvery liquid under a loose flagstone.
You may drink this at the start of one of your turns. You may cast two spells you know during that turn.
Discard after use.
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Potion of Magical Aptitude

Cost: 400 gold coins

Drink this at the start of your turn to cast two spells you know rather than one.

Contents

The adventure continues! In this quest pack, our brave heroes come face to face with some of the realm's most feared wielders of Dread magic—the Wizards of Morcar. Adventure calls the heroes to the Northern Dread Wastes, a place of treachery and desolation, where they will face off against Morcar's lieutenants and attempt to keep a terrible power locked within the Shrine of Eiretash and out of the evil sorcerer's clutches.

As with other expansions, this quest pack must be played with the *HeroQuest* Game System.

The components included in this quest pack are described here and in the following pages. To learn more about the monsters, see the monster cards.

64 game cards

27 miniatures

Wizard Hero · Storm Master (Boroush) · Warcaster (Nyashak) · Necromancer (Fanrax) · High Mage (Zanrath) · Artificer (Keeper) · Sir Ragnar

Minotaur · Magical Barriers Stone, Fire, and Ice

Scouts · Halberdiers · Crossbowmen · Swordsmen

Golem · Dreadshifters

39 Cardboard pieces (See pages 4-5 for descriptions of cardboard pieces)

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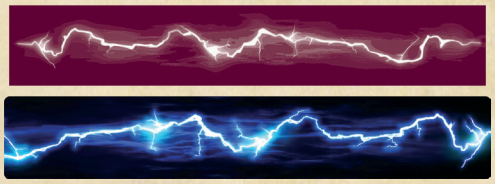
Components

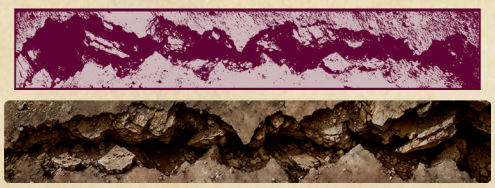
The cardboard environmental pieces in Wizards of Morcar are listed below. All cardboard pieces should be carefully removed from the tile sheet. Note that some tiles are double-sided; the front and the back of tiles may be different.

Cloak of Shadows Tile
Represents darkness and is used with one of the new hero spells.

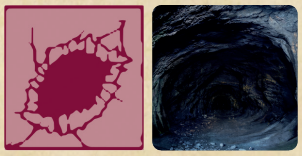
Lightning Strike Tile
Represents a lightning strike conjured by Dread magic.



Earthquake Tile
Represents an earthquake conjured by Dread magic.



Tunnel Tiles
Represent the entrance/exit to an underground labyrinth that links two locations on the board.



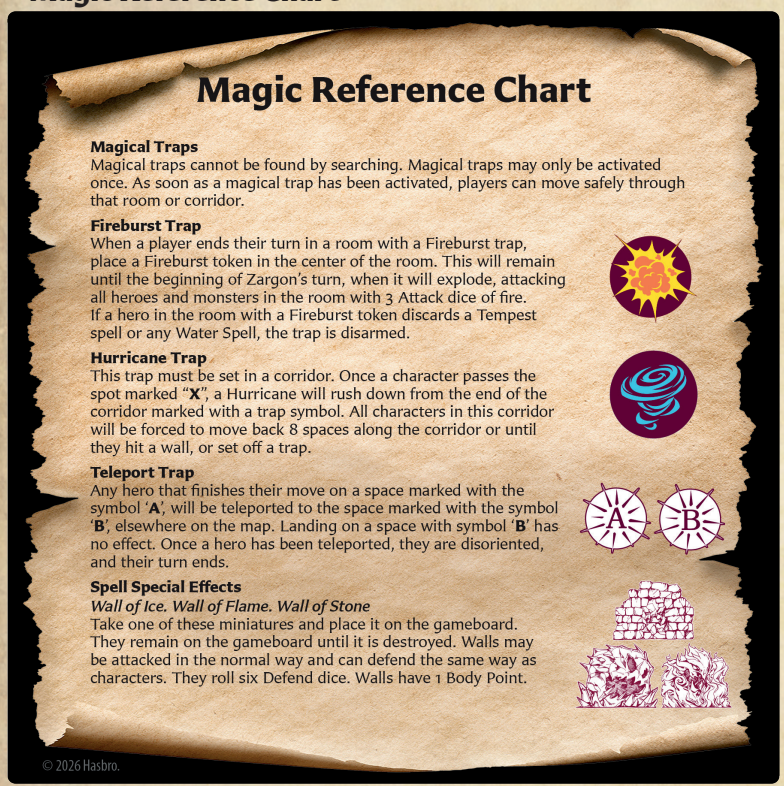
Fireburst Trap Tiles
Represents a fireburst trap.

Breached Wall Tiles
Represent a damaged wall, allowing passage to the room on the other side.

Altar/ Heart Coffer Tile
One side of this tile represents the High Altar within the Shrine of Eiretash. The other side represents a coffer that holds he beating heart of an enemy.

Key Tile (Silver/ Gold)
Each side of this tile represents a different key that the heroes will need.

Magic Reference Chart


Magic Reference Chart
Magical Traps
Magical traps cannot be found by searching. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.
Fireburst Trap
When a player ends their turn in a room with a Fireburst trap, place a Fireburst token in the center of the room. This will remain until the beginning of Zargon's turn, when it will explode, attacking all heroes and monsters in the room with 3 Attack dice of fire. If a hero in the room with a Fireburst token discards a Tempest spell or any Water Spell, the trap is disarmed.
Hurricane Trap
This trap must be set in a corridor. Once a character passes the spot marked "X", a Hurricane will rush down from the end of the corridor marked with a trap symbol. All characters in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall, or set off a trap.
Teleport Trap
Any hero that finishes their move on a space marked with the symbol 'A', will be teleported to the space marked with the symbol 'B', elsewhere on the map. Landing on a space with symbol 'B' has no effect. Once a hero has been teleported, they are disoriented, and their turn ends.
A
B
Spell Special Effects
Wall of Ice. Wall of Flame. Wall of Stone
Take one of these miniatures and place it on the gameboard. They remain on the gameboard until it is destroyed. Walls may be attacked in the normal way and can defend the same way as characters. They roll six Defend dice. Walls have 1 Body Point.
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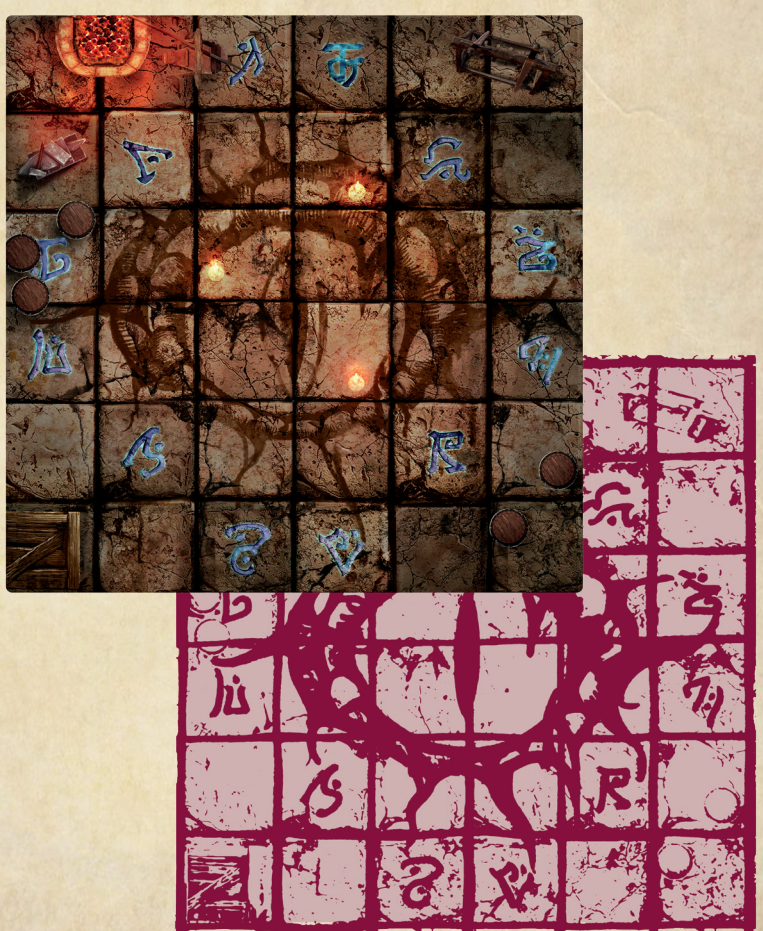
Summarizes how new magical traps and spell effects work. New traps include:

- Fireburst Trap
- Hurricane Trap
- Teleport Trap

Artificer's laboratory Tile

Represents part of the room where the final conflict takes place.



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Playing the Quests

Wizards of Morcar: The Original Version

This quest book contains five exciting quests that were not in the original version of Wizards of Morcar.

ORIGINAL If you want to play the original quests only, play quests 3, 4, 5, 6, and 9 in sequence.

Fledgling Heroes: If you are starting this expansion with all new heroes, let each hero each select 2 pieces of equipment and award them 2 *Potions of Healing*.

Who is Morcar?

Heroes will discover the true identity of Morcar after they complete Quest 2, and Zargon reads the story on p. 21 aloud.

Starting and Ending a Quest

The heroes do not always start and end their quests on the spiral stairway. When there is an entry or exit door, it is indicated on the quest map by an arrow (pointing onto the gameboard for the entry door, or off of the gameboard for the exit door). When there is an entry door, it is always placed on the gameboard in its specified location before each quest begins. At the start of an adventure, the heroes line up outside the door and ask Zargon to open it.

Note: As with regular doors, an exit door is not placed by Zargon until a hero looks down the appropriate corridor.

Wandering Monsters

Several quests in this quest pack have multiple Wandering Monsters. These monsters appear if a hero draws a Wandering Monster card from the Treasure deck.

What's new in this Quest Pack?

Wizards of Morcar introduces two new elements to the HeroQuest game system.

Evil Sorcerers - This pack gives Zargon five Evil Sorcerers, each of whom have their own new spell cards which will be used against the hero players.

New Hero Powers - After Quest 2, each hero will gain a new Boon of Heroism. See page 23: *Hopekins Rest.*

Treasure Cards

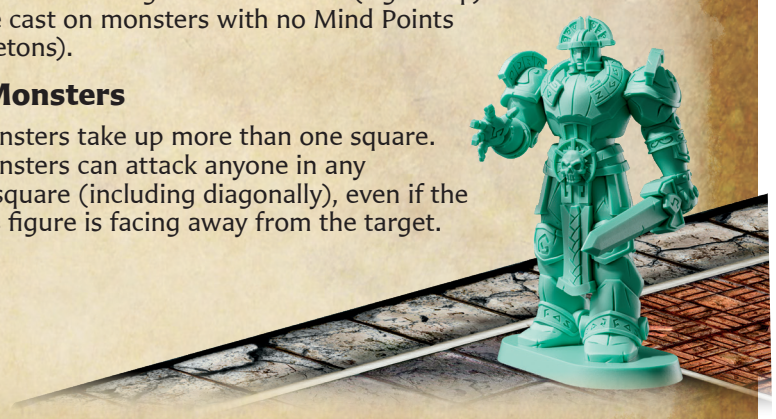
The eight treasure cards added to this quest pack should be mixed into the game system's deck of treasure cards before play begins. Draw from this deck when a hero searches for treasure. Optionally, you may also add the 'Nothing!' card for a bit of nostalgia.

Monsters with 0 Mind Points

Spells that affect a target's Mind Points (e.g. Sleep) cannot be cast on monsters with no Mind Points (e.g. Skeletons).

Large Monsters

Large monsters take up more than one square. Large monsters can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.



Unthreatened Movement

If no monsters are active on the board, heroes may move unimpeded. Instead of rolling for movement, they may move up to 4 spaces for each of their movement dice.

- **For example,** if a hero's movement roll is two dice, they may move up to 8 squares instead of rolling. If a hero's movement roll is reduced to one die, they may move up to 4 squares.

Passing Items

A hero can pass a potion, artifact, weapon, or any other item to another hero only if the two heroes are on adjacent squares and neither hero is adjacent to a monster. Players may also freely trade items before and after any quest.

Unearthing New Artifacts

If a quest asks you to "Unearth an Artifact," assemble a group of Artifacts that are either not currently owned by any hero and not included as part of this expansion and randomly select one of those cards. The heroes find the selected Artifact!

Dark Artifices

On your quest, you'll encounter monsters afflicted by a terrible union between artifice and Dread magic, controlled by the whims of Zargon's followers.

Dreadshifter (Chest)

Dreadshifter (Door)

Ambush

When a monster with the Ambush ability is encountered, Zargon places it onto the board as the object it appears to be (Dreadshifters in this expansion pack appear to be either a chest or a door).

Revealing Ambush Monsters

- The first time a hero moves into any of the 8 squares surrounding to this object, replace it with the corresponding Ambush miniature. It may move and attack immediately. The hero may then continue with their turn.
- Ambush monsters are uncovered when a hero searches for traps in the room or corridor where they are located. Replace the furniture with its corresponding monster.
- If a hero searches for treasure in a room with a hidden Ambush monster, remove the furniture, then place the corresponding monster next to the treasure-searcher and immediately roll Attack dice. The hero may then continue with their turn.
- On Zargon's turn, they replace all hidden Ambush monsters with their model and take turns with them as normal.
- Other effects that interact with a hidden Ambush monster (e.g. Genie spell) reveal the monster for what it is.

Reinforced Chests

All chests in this expansion pack are Reinforced. Contents of chests are not found until the first time a hero adjacent to that chest searches the room. Heroes who are not adjacent to the chest draw from the treasure deck instead. Each room may still only be searched one time per hero.

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Mercenaries

There are four types of Mercenaries. Each has their own strengths and weaknesses, and their own price.

The Crossbowman

The Crossbowman can make ranged attacks. This allows them to shoot at monsters who are waiting behind hidden traps or are too far away to attack in close combat.

The Halberdier

The Halberdier has equal attack and defense capabilities. Their attacks can also be made diagonally. This, combined with their movement, makes them a versatile companion.

The Scout

The Scout has a low number of attack dice but, like the dwarf, can use an action to search for and disarm traps.

The Swordsman

The Swordsman is an offensive fighter who can take on more powerful creatures such as Mummies, Dread Warriors, or the Gargoyle. However, they are slower. Their high defense capability makes them useful against masses of enemies.

Hiring Mercenaries

Once a hero has become a Warden (after completing Quest 2) and their deeds are retold in lively taverns and around travelers' campfires, they may want to hire followers to aid them with their most challenging feats. These followers will be pleased to aid great Wardens like yourselves—for a price.

Wardens may each hire up to four followers at any time between quests. Each follower may be any type of Mercenary. To hire a Mercenary, a Warden must pay the Price to Hire, which appears on the Mercenary's Card. That Mercenary will then stay with and fight for that Warden until the Mercenary is killed and as long as they are paid 10 gold coins at the end of each quest. If they are not paid for their services, they will leave. Wardens must then pay their full Price to Hire for them to return.

For each Mercenary a Warden hires, that player should take one Mercenary figure with the relevant weapon shown. They should make a note on their character sheet of each of the types they have hired.

A player whose Warden is killed can choose to continue the quest with the Warden's surviving Mercenaries. If they choose not to, they must remove the Mercenaries from the gameboard.

Mercenaries in the Game

Once a player has hired one or more Mercenaries, they can take the Mercenaries on as many quests as the Mercenary survives for. A player begins the quest by placing all their figures on the stairway tile or in any adjacent squares and then takes their turn before the next player sets up.

- On their turn, each player moves their hero and then moves all of their Mercenaries.
- Each Mercenary may move and fight in the same way as the heroes, using the movement and combat values on the Mercenary Card.
- When defending, Mercenaries count the white shields if controlled by a hero player or the black shields if controlled by Zargon.
- Mercenaries can open closed doors and jump over pit traps.
- Mercenaries may not search for treasure or use any equipment or treasure cards, and only Scouts may search for and attempt to disarm traps.
- Any money given to a Mercenary cannot be retrieved, even after their death.

Example: The Dwarf decides to hire a couple of Mercenaries to aid him on his quests: one Crossbowman and one Halberdier. This costs the Dwarf 150 gold coins before he sets out on the quest, but it will also cost him 20 gold coins at the end of each quest, assuming that both of his Mercenaries survive.

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New Magic

The Forces of Morcar

Wizards of Morcar introduces five powerful new adversaries. Each of these new opponents is a dark Sorcerer and has their own set of spells, which are used in the same way as the Wizard's and the Elf's spells.

Each Sorcerer's set of spells is unique to them, and only they may use it. For example, only the Necromancer may use the Necromancer spells.

Each Sorcerer may cast one spell per turn instead of attacking. Each spell may only be used once per quest.

At the beginning of a new quest, each Sorcerer in that quest starts with a full set of six spells.

New Spells for the Heroes

There are also three new sets of spells for hero spellcasters to choose from:

- Spells of Protection
- Spells of Detection
- Spells of Darkness

These may replace existing sets of spells that a spellcaster can draw on (but Elf and Wizard still have one and three sets of spells respectively). Spellcasters may change their spells between quests.

Spell Special Effects

Several of the new spells have special effects which can be displayed on the board using the included cardboard tiles. Details of each spell appear on each spell card while the general rules of the effects are detailed below.

The Cloak of Shadows tile produces a special effect that impairs sight.

Magical Barriers

Wall of Ice, Wall of Flame, and **Wall of Stone** spells allow the caster to build a solid barrier, which will appear on the board as a miniature. This barrier may be placed across two squares on the gameboard to form a solid, impassable wall that will remain on the board until it is destroyed.

Zargon's monsters may attack barriers in the same way they attack heroes. Barriers defend with 6 Defend dice as shown on their spell cards by counting the white shields scored.
If the wall takes 1 Body Point or more of damage, it is destroyed, and the piece is removed from the board.

Wizard Hero

This quest pack includes a new Wizard hero. Their statistics are the same as the Wizard in the *HeroQuest* Game System and can be used to replace that hero if the player prefers.

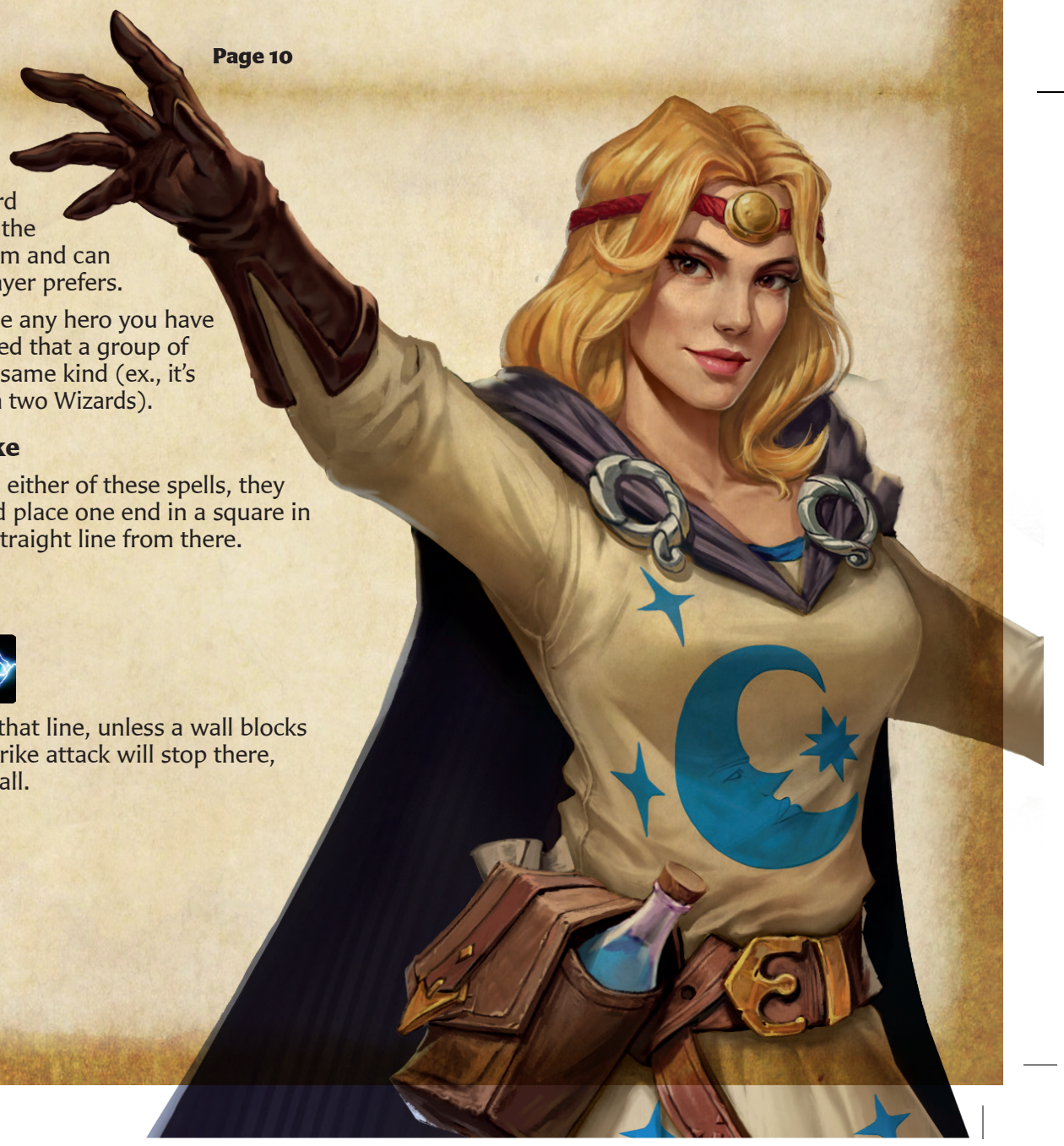
When picking heroes, you may choose any hero you have available to you, but it is recommended that a group of heroes contains only one hero of the same kind (ex., it's not recommended to have a party with two Wizards).

Lightning Strike and Earthquake

When one of Zargon's Sorcerers uses either of these spells, they take the relevant cardboard piece and place one end in a square in front of the sorcerer, then lay it in a straight line from there.

Lightning Strike

That spell then affects anyone along that line, unless a wall blocks the way, in which case a Lightning Strike attack will stop there, attacking only those in front of the wall.



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Earthquake

The Earthquake tile covers 6 squares, each of which counts as a pit trap, except that they are all linked together. Players may move in the normal way along the bottom of the quake area but can only leave by climbing out onto a clear square adjacent to it.

Characters in the quake area may fight and cast spells as normal but may only do so with other characters or monsters inside the quake area.

If the Earthquake meets a wall that has a playable room or corridor on the other side, that wall is breached, and a breached wall token is placed there.

Any figure may move through a breached wall. If a room that has not been explored is breached, the contents should be laid out at once. If there is no playable room or corridor on the far side, a breached wall token is not placed onto the board.

Magical Barriers

If a Lightning Strike or Earthquake meets a magical wall, both spells are cancelled, and the pieces are removed from the board. However, all characters in squares between the Sorcerer and the Magical Barrier are still affected before the spells are cancelled.

Magical Traps

Whenever a character enters a room described in the quest notes as containing a magical trap, Zargon must refer to the Magic Reference Chart to see the effect of that particular trap.

Magical traps cannot be found by searching. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.

Tunnels

Tunnel tiles are used to link two unconnected locations via an underground labyrinth. When entering a tunnel, a hero character or monster moves instantly to an unoccupied space adjacent to a tunnel tile in another location. If a hero or monster exits a tunnel and no unoccupied landing spaces are available, place them in the closest unoccupied space.

Zargon, study this book carefully!

Although it is your guide to these quests, it may not answer every question you have during play. When in doubt, use your experience and imagination to make the best choice. Remember that you are the ultimate authority in your HeroQuest world!

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Somewhere in the Northern Dread Wastes . . .

Thunder rumbled across the dark sky. Drenching rain turned a footpath carved into a rocky slope into a treacherous slick of mud. Only the bravest would dare to venture out in such a storm. Or the most desperate.

A bolt of jagged lightning lit up the darkness. . . and a group of bedraggled travelers. They were slowly climbing toward a foreboding tower at the summit. The journey seemed to take an eternity, but at last, they reached the tower's entrance. Relieved to escape the storm, they pushed their way through the doors into a dark hallway. Then they peered into the shadows, and their relief evaporated.

Before them, a sinister figure sat upon a throne of rock. His face was shrouded in darkness.

After a moment, a solitary traveler stepped forward and addressed the presence on the throne. "My Lord Morcar, we come bearing grave tidings. Your plan to raise the Ogre Horde against the Realm has failed."

The figure shifted on the throne but said nothing. The traveler glanced at his comrades before continuing. "Once again we were routed by Mentor's accursed heroes, and once again, we were forced to flee."

Now a voice like death broke the silence. "I am aware of your failure, Festral," Morcar rasped. "But this setback has taught me two valuable lessons. Firstly, I know to not underestimate the King's heroes. I have therefore conceived a new scheme to destroy them forever. I have chosen four Lieutenants to carry out my plan. Come forth, my Lieutenants." With the command, four silhouettes stepped forward from the shadows.

"Let me present Zanrath, High Mage of Sarako." An ancient, bearded man wearing a pointed hat and carrying a staff topped with a crescent moon bowed down to Festral and his retinue.

"Fanrax, the Malicious." An evil-looking man wielding a wickedly sharp scythe gave the group a sneering smile. His garb was adorned with skulls.

"Boroush, the Storm Master." With a sweep of his oaken staff, a ragged figure with a tangled gray beard greeted the refugees.

"And finally, Nyashak, Orc Warcaster of the Northern Clan. She leads well in the absence of her father, Grawshak, who is assisting me on an important venture in the South." The last of the four Lieutenants was a towering Orc woman in a long, maroon cloak with a small skull affixed to the center of her belt. She growled what might have been a greeting. . .or a curse.

"My Lieutenants are powerful sorcerers," Morcar informed the travelers. "I believe they will succeed where you lot so miserably failed." The travelers' spokesman cleared his throat. "And the second lesson you learned from this failure, my Lord?"

Morcar's eyes glinted dangerously in the darkness. "To never rely on weak fools, but to punish them. And it is they who will deliver your punishment." With this declaration of doom, the Dark Lord faded into the shadows. He watched with great satisfaction as his four sorcerous Lieutenants erased all traces of Festral and his followers.

And he smiled, supremely confident that he had at last found those who could—and soon would—destroy the King's heroes forever.

Quest Map Guide

The quest map symbols are color-coded to help you guide the heroes through the quests. Here's what the various map symbol colors mean.

- Used to highlight traps and mysteries that the heroes can detect by searching.
- Used to highlight areas mentioned in the quest notes or impacted by spell effects.
- Used to highlight traps or areas that the heroes can neither see nor detect by searching.
- Used to highlight monster symbols. See the monster chart at the back of this book for a monster symbol reference guide.

In each quest, notes prefaced with a capital letter correspond to a matching letter location on the quest map.

Crossbowman

Scout

Swordsman

Storm Master

Dreadshifter (Door)

Dreadshifter (Chest)

Artificer

High Mage

Necromancer

Minotaur

Halberdier

Sir Ragnar

Orc Warcaster

Golem

Standalone italicized terms in the quest notes refer to items with corresponding cards in this quest pack or in the base game.

(Example: "The chest contains a *Potion of Healing.*")

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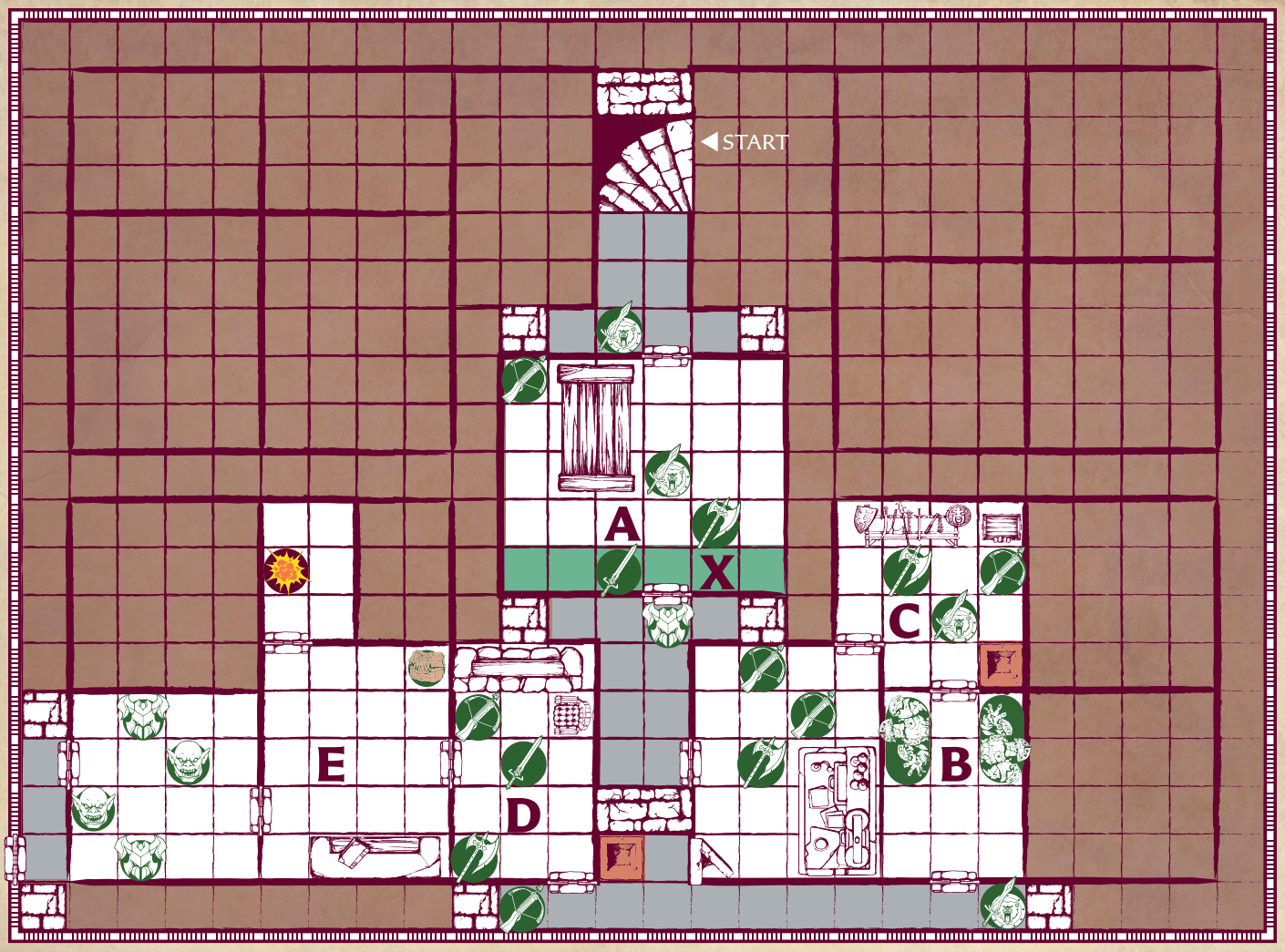

At the beginning of each quest, read aloud the parchment text.
The quest notes that follow the message are for Zargon's eyes only!

IMPORTANT:
Equip your Fledgling Heroes (see pg. 6)!

QUEST 1
In Service to Gold

Mentor looks… different when he meets you at the draw bridge outside of his dwelling. The air of confidence he normally exudes is absent and his lustrous silver beard seems duller. "Heroes," he begins, "Loretome has foreseen something grave. I don't have time to relay everything to you now, as I need you to head to the guild of Mercenaries who call themselves the Wandering Monsters."

He tries to dismiss you and sighs heavily when you don't budge. "Very well. I'm sure it will come as no surprise that Zargon has returned. This is the first step on a longer journey that will take you to the Northern Dread Wastes." He hands you a small sack of gold. "Take this and attempt to hire the Mercenaries who know the Dread Wastes well. But remember: Warriors of fortune serve only gold."

NOTES

Read the following to the players at the start of the quest: *"As you reach the bottom of the stairs to the Wandering Monsters' Mercenary Guild, a guard nods to you. 'Evening, 'venturers. Anyone hiring mercenaries needs speak to Krothgar. He's the big swordsman in the back.' He nods over his shoulder as he opens the door."*

Open the door, place out the room, and tell the players: *"Mercenaries are neutral and will not move or attack unless they are attacked first."*

A. When a hero enters the area marked **X**, tell them to stop. Read the following: *"Krothgar turns and addresses you 'What can I be doing fer you? 'Mm, the Dread Wastes you say. That there's some dangerous business. We'll have to see what the boss says.' Krothgar goes to open the door. Do you stop him?"*
Yes: *"Krothgar shouts, 'They're on to us, lads. Get'em!'* ***Your new objective is to defeat the Mercenaries and make it to the exit alive."***
All Mercenaries are now treated as monsters and will attack the heroes.
No: *"Krothgar chuckles as he pulls the door open, 'Fraid you're too late, friends. We've already been hired!' The Mercenaries draw their weapons!* **Your new objective is to defeat the Mercenaries make it to the exit alive.***"*
Open the door out of the room and place out the corridor. Mercenaries are now treated as monsters and will attack the heroes. The hero resumes their turn.

B. Read the following to the players: *"Two statues stand on one side of the room. In a rumble that sounds like gravel underfoot, the statue on the left asks 'Warriors of fortune…who… do… you… serve?'"*
The players get one answer. If they guess **Gold**, the statues remain inactive. Otherwise, the statues animate and become Golems.

C. A hero who opens the chest here will Unearth an Artifact and find 550 gold coins.

D. Read the following to the first player to search for treasure: *"You find a hidden treasure tucked away among the firewood."*
This player Unearths an Artifact.

E. Read the following when players enter the room. *"You see a logbook on the table, splayed open to the latest entry. It reads 'Client #346: Festral, One company for one month's work. Captain assigned – Ragnar.' Underneath that, an entry reads 'Client Festral missing in action. New client #347: Nyashak. Same Terms as above.'"*

Wandering Monsters in the Quest: Mercenary Swordsman

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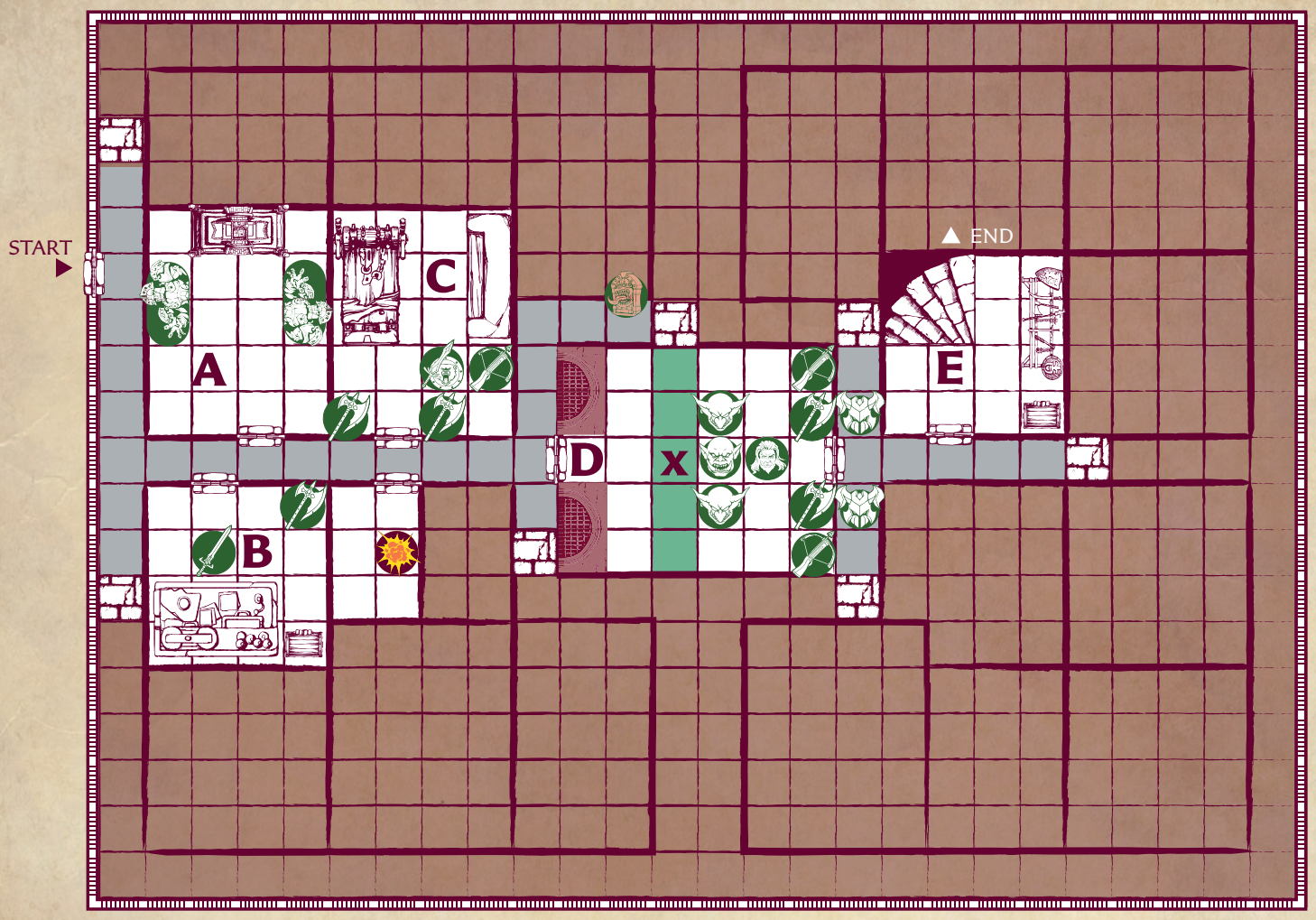

QUEST 2

The Mercenary Captain

You escape to the basement floor of the guild. You wonder what prompted such a strong reaction from the Mercenaries when Mentor's tired voice crackles into your mind.

"It's just as I expected. Sir Ragnar, one of the king's most powerful knights-turned-traitor, is behind this. Sending you to the guild was something of an… experiment. I wanted to see how the Mercenaries would react to your presence. Now, I know the whispers about Sir Ragnar's involvement are true. But perhaps his loyalties are not as wayward as they seem. Spies have reported that Zargon no longer trusts the once great knight." Suddenly, the golden Oath Ring materializes in your palm. "Find Ragnar. Show him this. Remind him he is oath-sworn to the King."

NOTES

A. The Golems here start as statues. Read the following to the players: *"Grim statues flank a Warrior Shrine. In the past, gladiators about to fight would offer prayer to their gods. You may pray as an action."* Ask the first hero to pray if they seek **safety** or **glory**: If the hero chooses **glory**, dust fills the room as the statues lurch into life. If the hero chooses **safety**, nothing happens. When these Golems defend, one black shield rolled blocks all hits. When the last Golem is defeated, the hero who prayed Unearths an Artifact in its remains.

B. The first hero to search for treasure here finds 500 gold coins.

C. This is the surgeon's room, where those fortunate enough to survive the arena would be attended to. The first hero to search for treasure here finds an *Elixir of Life* Artifact (If this is already owned by a hero, find 2 *Potions of Healing* instead) and a gold key that unlocks door D.

D. This room is locked. The gold key in room C unlocks it. When a hero enters this room, read the following: *"You see an orc warrior flash a glare in your direction before handing a bag of coin to Ragnar.* The orc hisses: *'Too late, heroes! Gold has been given and service bought! In the name of Nyashak, daughter of lord Grawshak—kill them, Ragnar!' The orc points at you and Ragnar's face tightens. He mutters 'We are bound by gold, soldiers. ATTACK!'"* Ragnar cannot be killed in this quest (he always has at least one Body Point left).

When the first hero enters the area marked **X**, read the following: *"There is the screeching sound of iron on stone as the two entrances open on either side of the room."* Place one Abomination on each grate tile.

Any hero adjacent to Ragnar acquires a special action to show him the Oath ring. If they do, read the following: "*You hold the Oath Ring high, and the gleam of a gem within catches Ragnar's eye. 'Ragnar! You are bound by more than gold!' Ragnar's eyes widen. He speaks softly, 'My Liege, I had no choice. Forgive me.' Regaining his composure, he commands, 'Retreat!'"* On Zargon's turn, Ragnar and the remaining Mercenaries move toward the exit and may move through any other figures. They will open doors (revealing more foes) and will no longer fight.

E. The first player to search for treasure in this room finds 350 gold and will Unearth an Artifact in the treasure chest.

Wandering Monsters in the Quest: Mercenary Swordsman

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MERCENARIES

With Ragnar gone, the heroes may now hire Mercenaries before their next quest, as explained on pages 8-9.

The players may use the gold Mentor gave them to hire one of each Mercenary type. The players decide which hero will manage each Mercenary.

The players may hire additional Mercenaries depending on the gold they have available.

HERO ADVANCEMENT

The heroes have grown in status! They are now acclaimed Wardens of the Realm. At the start of each quest, each player may select a Boon of Heroism for their hero. See *Hopekins Rest, Outpost at the edge of the Borderlands* on page 23.

Story Overview

Heroes, Listen well and you will learn of the great power that Zargon seeks in the Northern Dread Wastes.

Magic is strong in those lands. Many who dwell there are wizards. The most powerful are chosen to serve the Keeper of the Shrine of Eiretash. This formidable Sorceress and artificer safeguards the Shrine and the power bound within its High Altar. All kings, queens, chiefs, and people of the Northern Dread Wastes bow before her, as she stands in place of the Dark Lord to come.

Zargon fled to the Northern Dread Wastes after we battled. He journeyed for countless days before coming across the Shrine of Eiretash. The Keeper immediately divined his potential. She began furthering his training in the Dread arts. His power grew. One by one, he faced the wizards sworn to serve the Keeper. One by one, he defeated them. Then, in the ultimate test of his powers, he defeated them all at once. It is rumored that he and the Keeper grew close during this time.

The Keeper now had one final duty: to name the Dark Lord.

The wizards of the Northern Dread Wastes were summoned. They numbered in the thousands. All knelt as the Keeper stood on the high altar of the Shrine.

"Zargon, bow now, once and never more," the Sorceress declared.

Zargon hesitated for a moment and then slowly bowed. The Keeper leaned forward and placed a heavy medallion around his neck. "Rise, Zargon, and be known forevermore by your Dread name . . . Morcar."

The assembled wizards rose as one and hailed their new Lord. "Morcar, Morcar, MORCAR!"

The newly anointed Dark Lord smiled grimly as he gazed down upon the masses. He knew his power would continue to grow, and that one day it would be immeasurable. He turned to the Keeper.

"I have bowed but once. I have bowed . . . too often. But never again."

With that, he unleashed a terrible Dread spell. The Keeper reeled back, screaming in disbelief. The wizards continued their chant, none daring to be the first to relent in their fervor. "Morcar, MORCAR, MORCAR!"

Thus did Zargon become known as Morcar, the Dark Lord. This is the name he goes by when he dwells in the Northern Dread Wastes. For it is Morcar, not Zargon, that the northern wizards have sworn to serve. And it is Morcar they believe will one day be granted the legendary power of the Shrine of Eiretash.

Bound within the Shrine's High Altar is the malice of a thousand Dread Wizards. Whoever unleashes it will become the new host for these Dread spirits and all their powers. The host will be granted immortality and ultimate dominion over the ages to come. This is the power that Zargon seeks.

To attain it, he imbued his Sorcerers' bodies with four sigils. They are now sequestered in their respective domains. Should they succeed, his dark reign will last forever.

I can guide you to each of the Sorcerers, but you must defeat them before they can reach the Shrine. The future lies in your hands, my heroes. Prepare well, for you cannot fail . .

Mentor

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Hopekins Rest, Outpost at the Edge of the Borderlands

The heroes are now acclaimed Wardens of the Realm. At the start of each quest, a hero may select one location to visit and receive its Boon of Heroism (if available)*. A hero may only benefit from one boon at a time.

Sharp Shooters Archery Range
"So you want to improve your aim with a bow? First step: Keep your dern eyes open! You'd be surprised how often I have to say it."

You practice under the eagle eyes of the Realm's best archer. **Take the *Dead Eye* hero skill (1 available).**

Training Barracks
"What'll it be? A Greatsword? An axe? A cast-iron skillet?"

Receive training from a master in the use of a particular weapon. **Take the *Weapon Expert* hero skill (1 available).**

Cathedral of Hope
"*People tend to take the healing artes for granted. But if not for folks like us, who would hold this brutal world together?"*

The expert healers in the Cathedral of Hope can enlighten you in the art of medicine. **Take the *Healing Hands* hero skill (1 available).**

Wandering Monsters' Mercenary Guild
"She looked me dead in the eye, that purple-scaled beast, an' blew a puff of smoke in my face. POOF! I was sure I was a goner…"

Ragnar and the veterans of the guild share stories of their past victories. Ragnar's spirits seem lifted. **Recruit a Mercenary without paying their cost.** This Mercenary returns to the guild if you ever choose another boon.

Dewdrop Inn
"Oi pointy-hat! Read the sign! No balls of flame in 'ere!... Sorry, as I was saying. 'eroic Brews are buy one get one free after sun fall. Two? Comin' right up."

Friendship, food, merriment, and songs of heroic glory fortify your resolve. **Raise your hero's max Body Points by 2.**

Hopekins Keep
"You already have the most important instinct a hero can have—don't go it alone. You'll achieve much with loyal companions by your side."

The Commander of the Guardian Knights instructs you on the nature of teamwork. **Take the *Hold the Line* hero skill (1 available).**

Peacekeeper's Tower
Our mission is to achieve PEACE for the realm, by any means necessary."

The constable charges you with upholding the King's peace. **Take the *Peacekeeper* hero skill (1 available).**

Witch's Hut
"Mmm'yesss, I can help you on your journey. But won't you join me for dinner first? Not to worry—I left the abomination scales out of this batch."

The Witch of the Wyrd currently resides here, brewing potions for those who keep her company. **Gain 1 *Potion of Healing*.****

The Arcane Library
"Ah, the merriments of Hopekins Rest. Splendid distractions for those who don't have the fate of the realm in their hands."
Mentor expands your knowledge of arcane mysteries. **After heroes have selected spells, you may take an additional set of spells that you are eligible to cast.** This boon is only for spellcasting heroes.

*Fallen Wardens may always return with new heroes.
** Can be gained multiple times.

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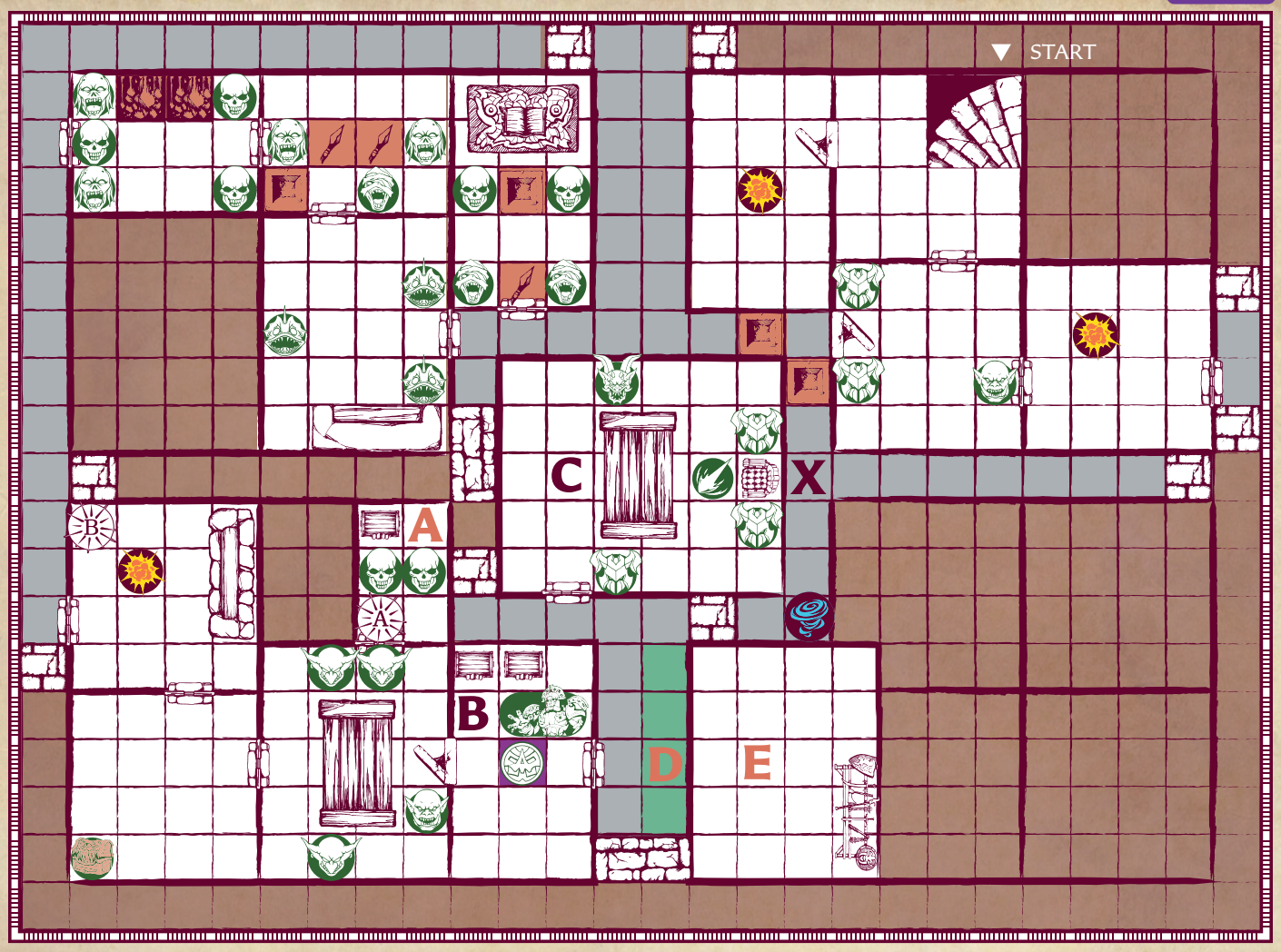

QUEST 3

Tower of the High Mage

"Now that you've acquired a skill and Mercenaries to aid our cause, you're ready to track down and defeat the first of Morcar's lieutenants," Mentor announces, flipping through Loretome's pages until he stops on an entry that seems to be glowing from within. An illustration of a wizard catches your eye. His white eyebrows are furrowed, he grips a moon-tipped staff, and a large key dangles from his waist.

Loretome's magic illuminates his name and title: *Zanrath, High Mage of Sarako.*

"To find Zanrath, you'll need to journey to his gilded tower in the highest peak of the Tarak Mountains. It is guarded by an elite army of Dread Warriors. Prepare yourselves for a clash of steel and for Dread magic wielded by one of its most fearsome pupils."

Defeat the High Mage to complete this quest.

NOTES

All Dread Warriors in this quest are part of Zanrath's elite force. Their stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5 dice	5 dice	3	3

A. The first hero to search for treasure may take two treasure cards and choose one to keep. When a hero has searched for treasure, read the following: *"A dusty tome lay in the corner of this room, splayed open to what looks like a legend. It reads '…The Keeper then enchanted the mighty hammer to give it a featherlight quality to the wielder. With it, she was able to forge formidable warriors from stone and Dread magic.'"*

B. The first hero to search for treasure finds 300 gold coins and a *Potion of Healing.*

C. This is the chamber of Zanrath. When a hero enters this room, read the following:*"You see Zanrath seated at his desk. He mutters, 'I did not expect you to seek out your demise so soon. The Dark Lord will be delighted to hear of your destruction. There may even be a generous reward in my future.'"*
Zanrath has all 6 High Mage spells. His characteristics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	5 dice	5 dice	4	8

The first hero to search for treasure will find 400 gold coins in a secret drawer in the table.

D. When a hero enters this corridor, read the following:
"There is a message carved into the wall in a language you don't recognize. Mentor's voice tells you what it says: 'The wisest know that nothing is what it seems. Reach out to discover what I am.' ***What do you do?"***
If a hero touches/ strikes the wall: read the following: *"When you reach out to the wall, it flutters and dissipates. It is an illusion."* The illusion wall can't be found by searching but can be walked through.

E. The first hero to search for treasure in this room Unearths *Urdyn the Unmaker*, an Artifact.

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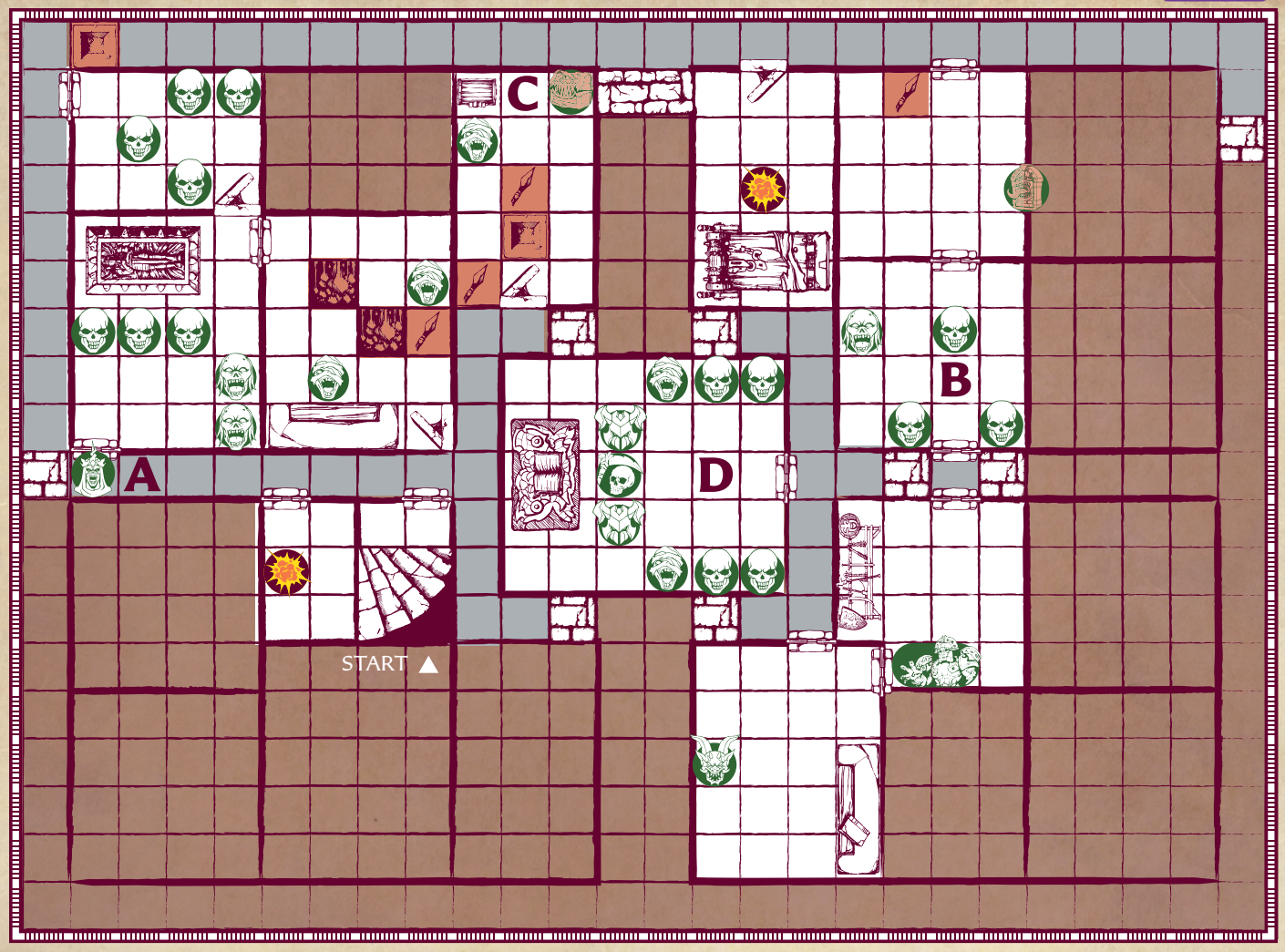

QUEST 4

Crypt of the Necromancer

After besting the High Mage, Mentor's voice crackles in your mind once more. He sounds a bit more upbeat since the last time you spoke. "Fantastic work, heroes. You are one step closer to achieving our shared goal. Your next adversary—Fanrax the malicious—dwells deep underground. A crazed and powerful necromancer, he resides within the ancient crypt of Mortizan. The crypt serves as his workshop where he conducts cruel experiments designed to fortify his army of miscreants. Keep a keen awareness of your surroundings, for Mortizan is a truly dreadful place."

Defeat the Necromancer to complete this quest.

NOTES

All skeletons in this Quest are special creations of Fanrax, their stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3 dice	3 dice	1	0

A. This is a magical statue of a Dread Sorcerer. At the beginning of each of Zargon's turns, it will fire a death ray down the corridor, which will attack all figures in the corridor with 2 attack dice. They may defend against it as they would normally. This statue cannot be harmed in any way.

B. This room is filled with a magical darkness. Any figures in the room other than skeletons, zombies, or mummies will attack and defend with 2 fewer dice than normal. No ranged attacks may be used.

C. The first hero to search for treasure will find 300 gold coins.

D. This is Mortizan, the crypt of Fanrax the Necromancer. When a hero enters, read the following: *"Fanrax stands before you, using a small dagger to carve etchings into what appears to be a human bone. 'Just in time,' he remarks, chucking the bone aside. 'I've heard remarkable tales of your heroism, and knew that I must have you for my army of undead!'"*

Fanrax has all 6 Necromancer spells. His characteristics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4 dice	6 dice	4	7

Wandering Monsters in the Quest: 2 Skeletons

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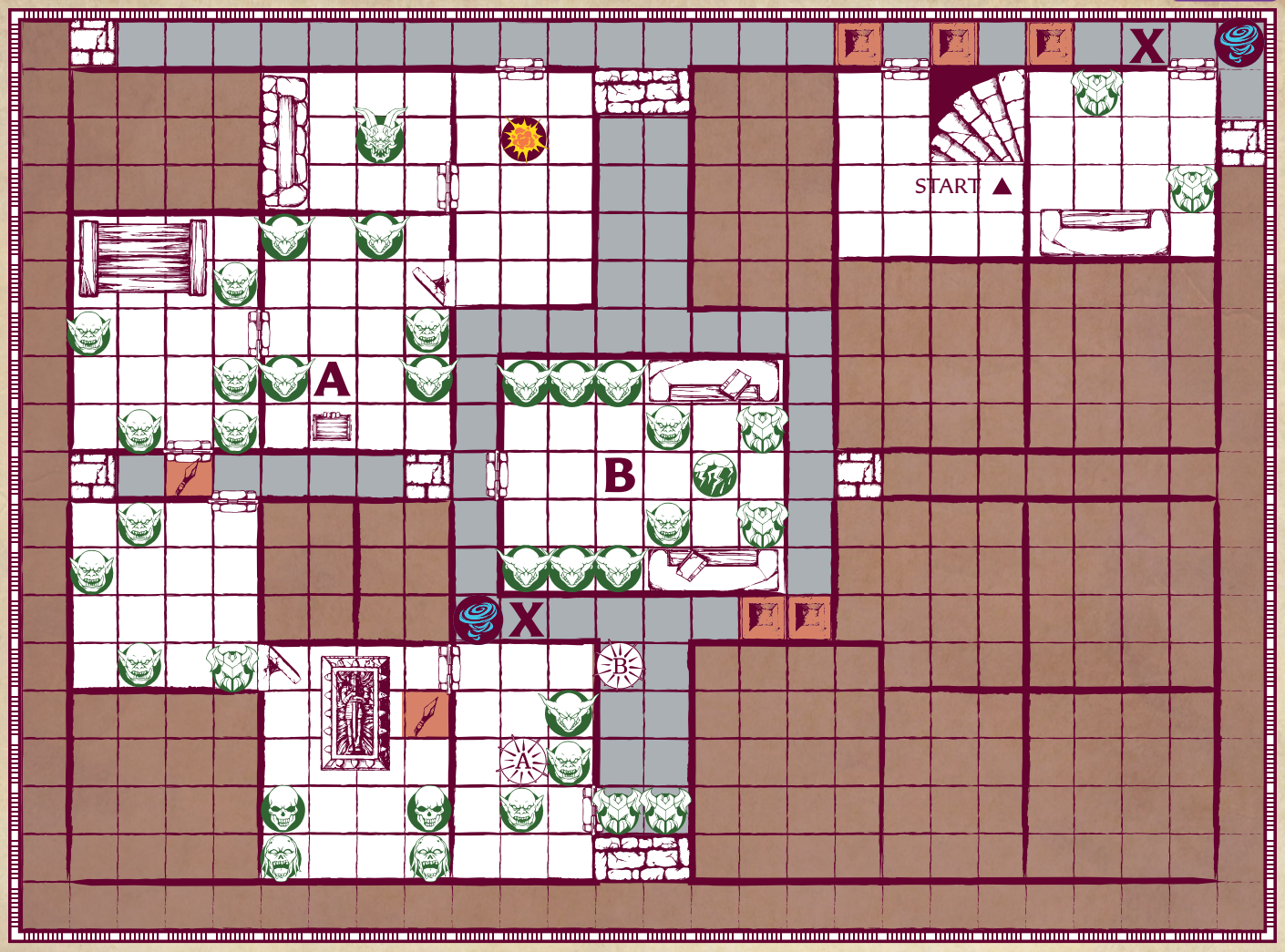

QUEST 5

Eyrie of the Storm Master

"High atop the loftiest peak in the dark mountains lies the eyrie of Boroush, the Storm Master," Mentor begins. "He is the next Lieutenant of Morcar you must defeat. You should know that he sacrificed his sanctity of mind in exchange for the ability to wield the elements long ago. In other words, he can conjure powerful storms at will."

Mentor projects an image of a barren cliffside into your minds. At the highest point sits a huge nest-like structure that's buzzing with electricity. "You must infiltrate the Storm Master's hideout. But move quickly—for he is not fond of intruders. His lightning bolts will tell you as much."

Defeat the Storm Master to complete this quest.

NOTES

A. The first hero to search here finds 250 gold in the treasure chest.

B. This is Boroush's hideout. When a hero enters this room, read the following: *"Boroush waits for you here with crazed, electrified eyes. His gray mane whips back and forth in the gale of the tempest he commands. He is unrest manifest. Upon seeing you, he lets out an ear-piercing shriek."*
Boroush has all 6 Storm Master spells. His characteristics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4 dice	6 dice	5	7

The first hero to search this room for treasure will find Boroush's Horde under a false floor panel. Inside, the hero finds three oversized gems worth 150 gold coins each, 2 *Potions of Healing* and the Artifact *Drakehide Curiass.*

Wandering Monsters in the Quest: 2 Abominations

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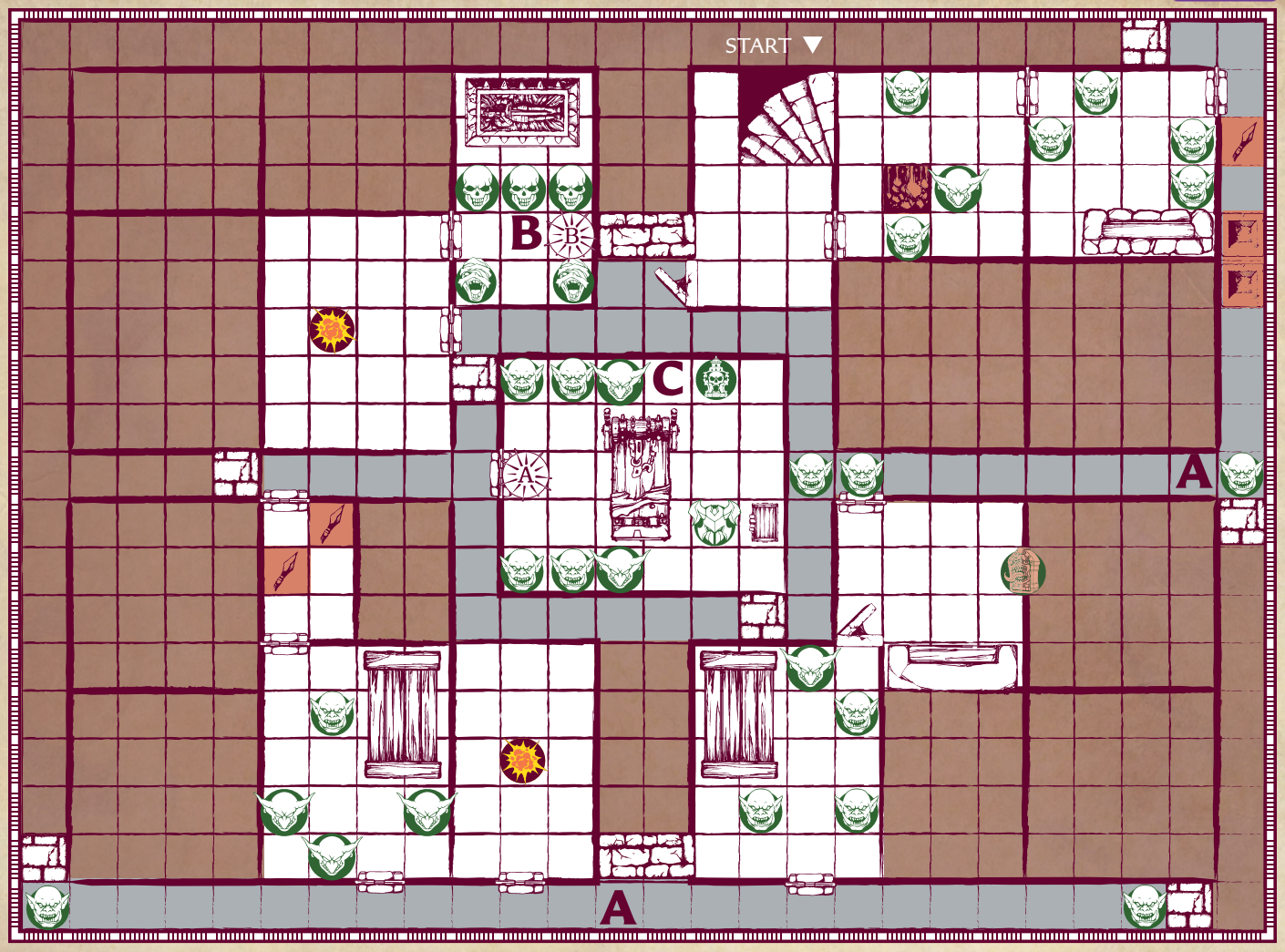

QUEST 6

Lair of the Warcaster

A familiar signal crackles in your mind, but before Mentor can speak, he devolves into an explosive coughing fit. A few moments pass, and the good wizard collects himself. "Pardon me." There is a pause that's thick with your concern. Mentor clears his throat. "You are close, my friends. Only one Lieutenant of Morcar remains. You must venture into the darkest cave in the Dread Wastes to find the family lair of Nyashak, the Orc Warcaster of the Northern Tribes. She is the daughter of Grawshak, one of the most feared Orcs in recorded history, and is said to be twice as deadly. Be warned. She has surrounded herself with fiercely loyal protectors. They will proudly die before they allow you to reach their mistress."

Defeat the Orc Warcaster to complete this quest.

NOTES

All Orcs in this Quest are members of Nyashak's elite bodyguard. They have the following stats.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4 dice	3 dice	1	2

A. All the Orcs in these corridors are armed with bows and may make ranged attacks with 2 Attack dice.

B. The first hero to search for treasure in this room will find 2 golden crowns beneath the tomb worth 200 gold coins each.

C. This is the lair of Nyashak, the Orc Warcaster. When a hero enters this room, read the following: *"You see a towering Orc Sorceress who is surrounded on all sides by her growling minions. She lets out a snarl when she sees you, causing her sharp tusks to quiver with fury. 'You murdered my kin,' she roars 'PREPARE TO SUFFER!'*

Nyashak has all 6 Orc Warcaster spells. Her characteristics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5 dice	5 dice	5	7

All Orcs in this room are armed with bows and may make ranged attacks with 2 attack dice.

The first hero to search for treasure in this room will find 400 gold coins in the chest.

Wandering Monsters in the Quest: 2 Orcs with bows

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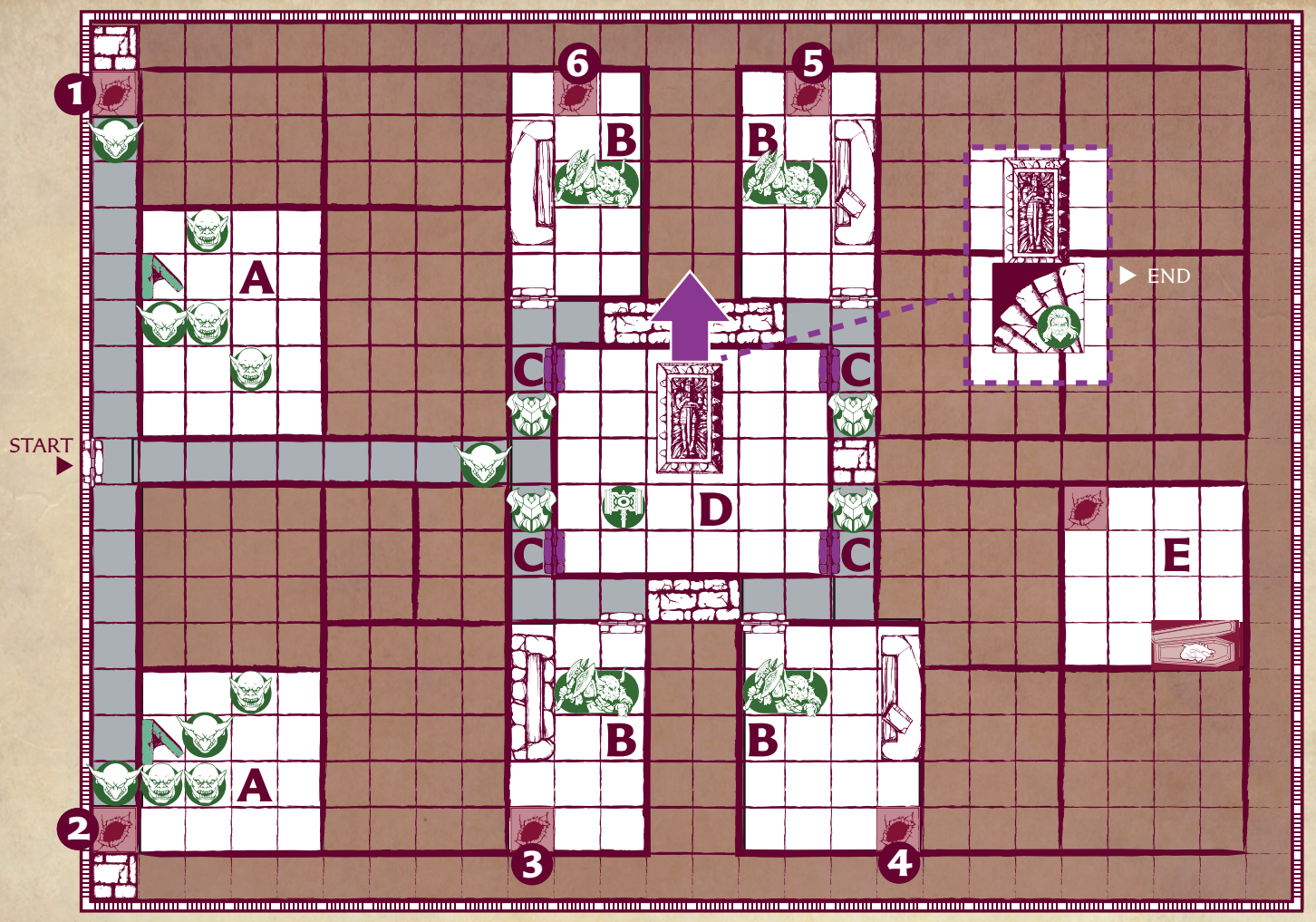

**Character resource and body points are not restored between quests 7 and 8. The heroes may not visit the Alchemist's Shop or Hopekins Rest between quests.*

QUESTS 7 & 8–DOUBLE QUEST*

The Dread Shrine of Eiretash

"Well done, adventurers," Mentor commends you telepathically as you travel to the final location, trekking up a mountainside to the foreboding Shrine of Eiretash. For something that houses such power, it's certainly not hidden. Which can only mean one thing—it's fiercely guarded. "The Dread Shrine of Eiretash is watched over by a Minotaur Lord called Brak-Fellorn. Once human, Fellorn exchanged his heart to an evil witch for his beastly form—which cannot be killed unless his heart is destroyed. The heart is hidden within a labyrinth below the Shrine. I've sent an unlikely ally ahead to scout the path. Once Fellorn is defeated, you must journey down to find the souls of Morcar's Wizards and defeat them… for good."

NOTES

Labyrinth: The tunnels in this quest are the entrances into and out of the labyrinth. A hero that moves into a tunnel on their turn rolls two red dice and chooses one, then places their figure on or adjacent to a tunnel with the matching number. If they roll a number that matches the entrance they are on, they move to room E. Monsters who travel the Labyrinth may emerge into any discovered area without rolling.

A. At the start of Zargon's turn, open one of these secret doors and place the contents of the room. The monsters may act this turn.

B. When the heroes enter the first room marked B, place Brak-Fellorn, the Minotaur lord. When he is revealed, read the following to the players. *""Before you stands Brak-Fellorn, Lord of Minotaurs. He snarls and rushes into a head-long charge."* Before the hero that entered the room does anything else, Brak-Fellorn will charge and make a single attack plus a bonus die for charging. See notes for Brak-Fellorn.

C. These doors are locked. They require the key in room E to open. When one of these four doors is unlocked, they all open.

D. The soul of the Keeper wanders this room. When a hero enters, read the following: *"The Keeper of the Dread Shrine appears before you. Her voice booms: 'I died at the Dark Lord's hand, but I have forgiven him. And now that you're here, I can prove my worth.'"*
The Keeper has all the Artificer spells with Hammer of Ruin and Scrolls of Morcar already cast on her. If the Keeper is reduced to zero Body Points, she vanishes.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4+2* dice	3 dice	5	8

*While Hammer of Ruin is cast

When all monsters in this room are defeated, slide the tomb upwards. Read the following to the heroes: *"Sir Ragnar appears on the step below the tomb. 'Follow me if you wish for the dead to stay that way!' He runs down the spiral stairwell."* Remove Ragnar from play. **This is the hero's exit.**

E. The first hero to search this room finds a coffer which holds a silver key and the beating heart of Brak-Fellorn. A hero adjacent to the chest can take an action to destroy the heart. When this is done, the Minotaur Lord can be killed normally.

Brak Fellorn— Use the stats shown on the Minotaur card. Any wound that would reduce him to less than 1 Body Point is ignored. He may be killed once his heart is destroyed.

Wandering Monsters in the Quest: 2 Orcs

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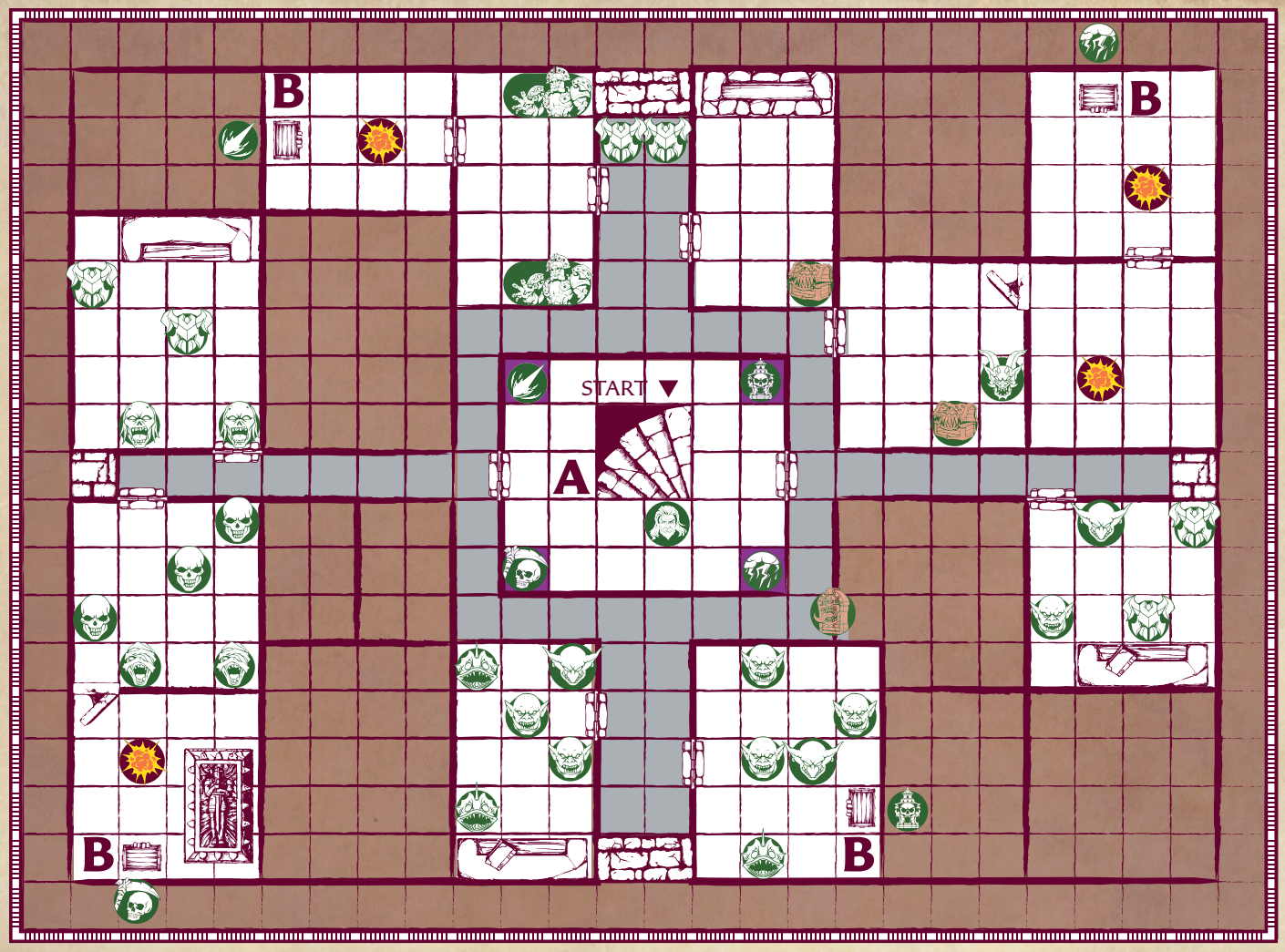

QUESTS 7 & 8–DOUBLE QUEST

Halls of the Dead

Sir Ragnar meets you at the bottom of the stairs, "Quickly. We have little time if we are to prevent the Wizards of Morcar from coming back from the dead. Each second we stand here, their strength renews." You look at him, considering his change of heart. Reading your gaze, he grins youthfully. "I made an oath, didn't I? I may have lost my way momentarily, as I'm only human. But I'm with you until the end." He gives a wink, and dashes ahead. "We must find the Dread chests that hold the Wizards' malice and destroy them. Only this will purge their evil from this world."

Defeat the undead Sorcerers to complete this quest.

NOTES

Ragnar: Players choose who will control Ragnar. He moves and acts just like a hero. He may open doors, search for treasure, secret doors, and traps, and attempt to disarm traps.

A. The Wizards of Morcar are frozen, entombed in Dread Crystals. They cannot be harmed in any way while in their Crystal. The sorcerers are slowly regaining power.

B. These are the Dread Chests. They have 1 Body Point and can be attacked but take no damage from fire. They roll 6 Defend dice.

Once destroyed, the matching Sorcerer lurches to life. Read the following to the players: *"You hear a sickening crack that comes from the central chamber. A sorcerer must have broken free!"* All sorcerers have the same stats. The sorcerers do not have any spells but may attack as usual.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	4 dice	4 dice	2	4

Fireburst traps are placed into a room **after** the Dread Chest has been destroyed and operate as usual, exploding on Zargon's next turn.

Sorcerers Defeated

When all sorcerers have been defeated, read the following to the players: *"Mentor appears in the room before you, looking even worse than he did when you met him in his quarters. 'We are glad that you chose to return your loyalty to the King, Sir Ragnar. I humbly thank you for your assistance in this matter.' Sir Ragnar says nothing but bows low. Mentor turns his attention to you. 'I have unfortunate news, heroes. Zargon has summoned his servants' remains for resurrection. You must stop him, before the Wizards of Morcar rise once again.'"*

END OF QUEST

If Sir Ragnar survives, he grants you 300 gold towards hiring Mercenaries for the next quest.

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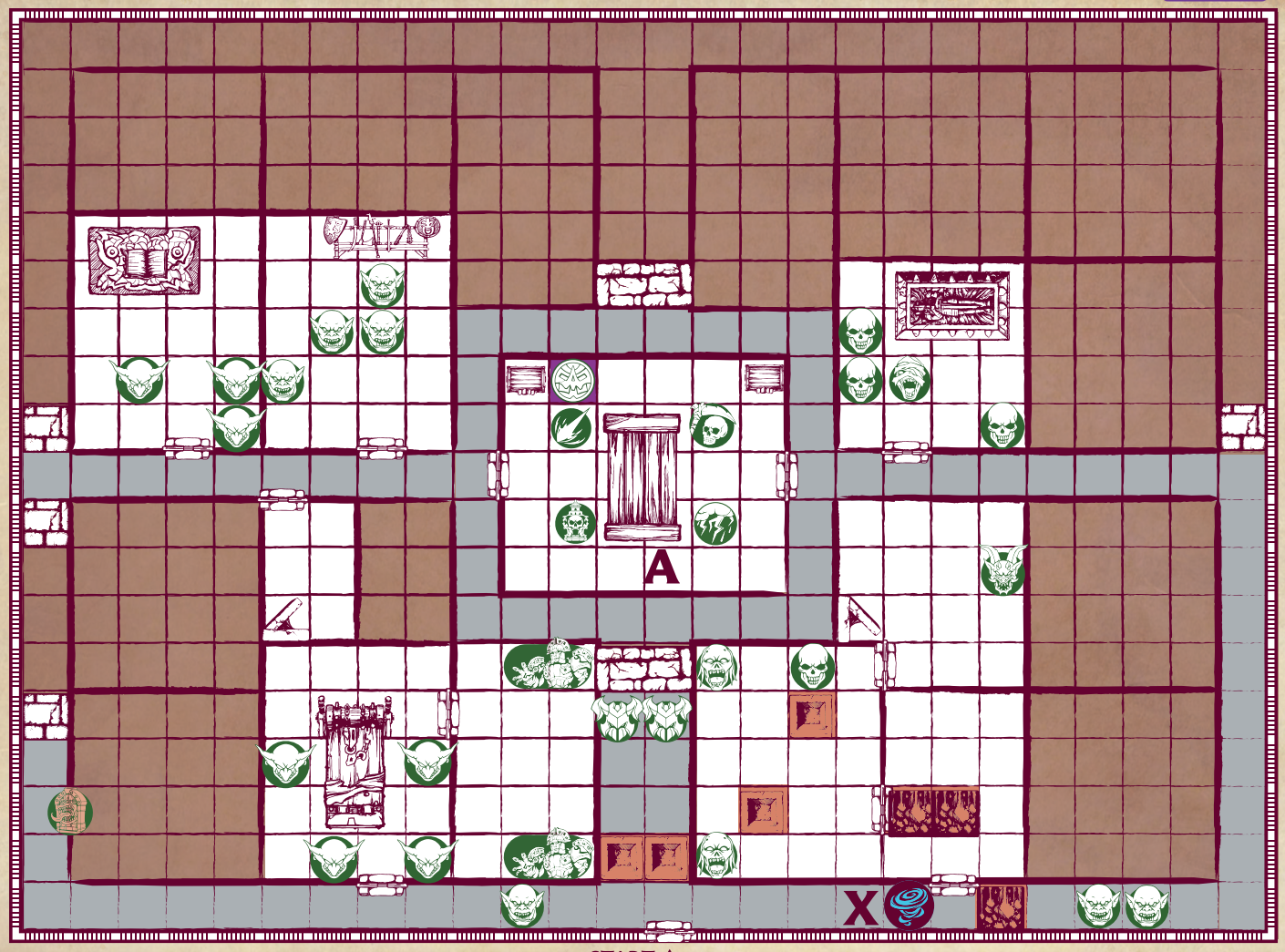

QUEST 9
The Final Conflict

As you venture through the Dread Shrine and closer to the high altar, you can feel an evil force emanating from its core, and you know that Mentor's fears have come true—Morcar has managed to pull his four Lieutenants back from the jaws of death. However, in doing so, he has also put a most terrible strain has been put on his power. You know you must make your way to the central chamber and take advantage of this moment of weakness. Lay waste to Zargon's four lieutenants once again—for this time, they will not return.

Defeat the four Sorcerers in their final forms to complete this quest.

NOTES

On Zargon's first turn, lay out the contents of the central chamber. All four sorcerer figures start from the central chamber. They may then open and move through doors and secret doors. Lay out the contents of any rooms that they enter. The four sorcerers each have their 6 spell cards and have the same characteristics as detailed in the previous Quests.

Zanrath

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	5 dice	5 dice	4	8

Fanrax

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4 dice	6 dice	4	7

Boroush

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4 dice	6 dice	5	7

Nyashak

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5 dice	5 dice	5	7

A. The first treasure chest contains 800 gold coins, and the hero will Unearth an Artifact. The hero will also Unearth an Artifact in the second treasure chest.

Wandering Monsters in the Quest: Take a turn with one of the Sorcerers (only if available).

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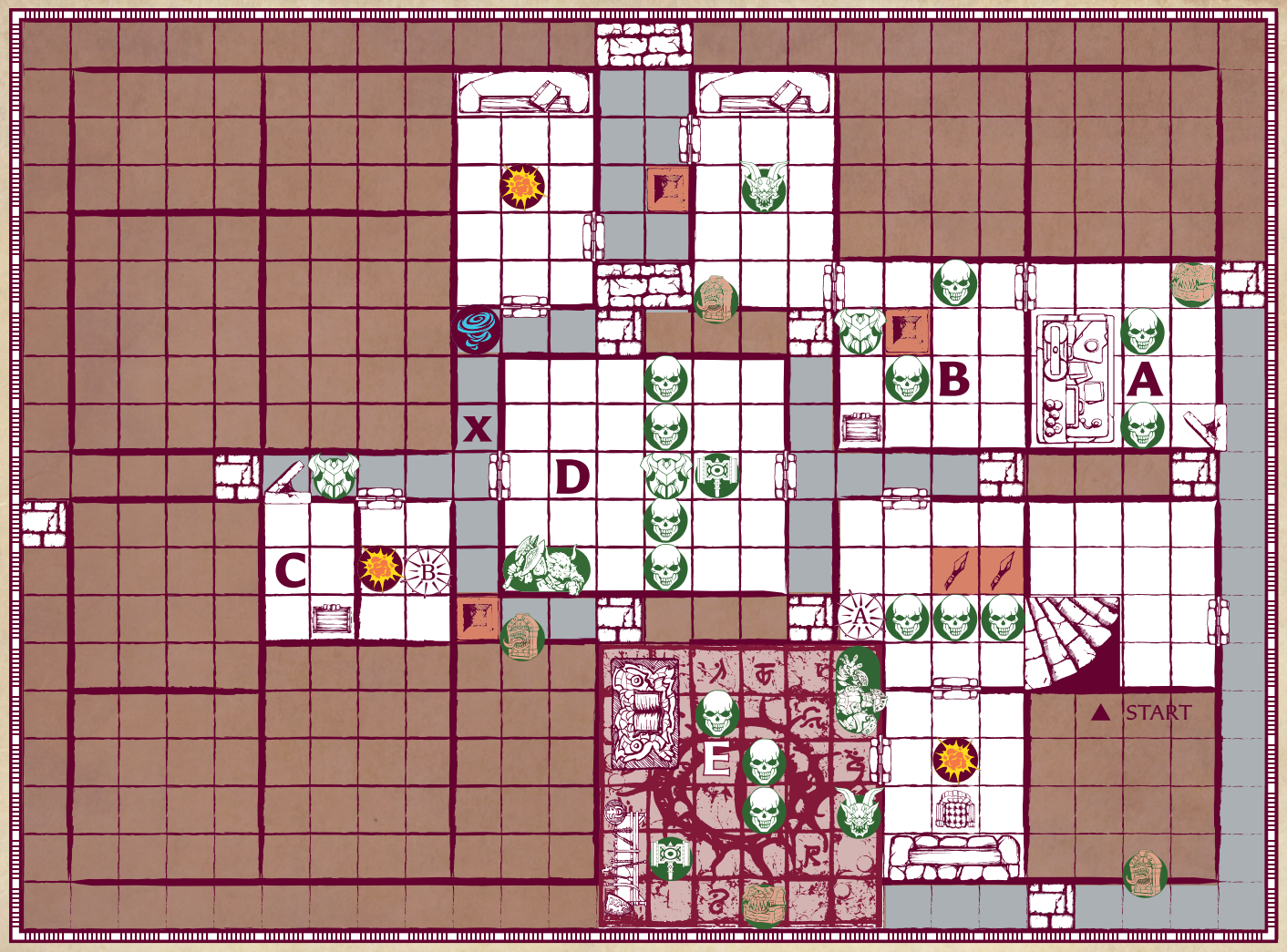

QUEST 10

High Altar of the Dread Shrine

Mentor materializes at the entrance to the High Altar. You immediately notice the dark gray circles under his eyes and that he seems to be leaning on his staff for support. He gestures for you to come nearer, and you realize how bony his wrist and fingers have become.

"You have finally defeated the Wizards of Morca- ack, ack, ACK!" He clears his throat, determined to continue. "And yet the High Altar remains. Here, the malice of one thousand Dread Sorcerers is stored. Until this power is destroyed, it still a grave threat. Prepare yourselves and—ACK, ACK, ack." Mentor mutters a curse. "Once destroyed, the magic within will be cast to the edges of the world." The old wizard looks at you with desperation. "Go now for I… I fear I do not have much time left…"

Destroy the High Altar to complete this quest.

NOTES

Skeletons here are iron constructs with the following statistics:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3 dice	3 dice	1	0

A. The first hero to search for treasure in this room finds 2 *Potions of Healing.*

B. Inside the treasure chest a hero will find 200 gold and will Unearth an Artifact.

C. When a hero peers inside this long-forgotten chest, they will Unearth an Artifact.

D. When a door to this room is opened, read the following to the players: *"Before you stands the Keeper with her underlings. She bellows 'You may have defeated Morcar's Wizards, but the power of the High Altar will never be destroyed! I will see to it myself,' her voice drops to a whisper as she hisses, 'and then the High Lord will welcome me back into his good graces. His love for me will bloom again. I know it.' In a corner of the room, you also see the reborn form of Brak-Fellorn."*

Brak-Fellorn has the stats shown on the minotaur monster card and may be killed as normal. The Keeper has all the Artificer spells with *Hammer of Ruin* and *Scrolls of Morcar* already cast on her. When the Keeper is defeated, she vanishes.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4+2 dice*	3 dice	5	8

*While Hammer of Ruin is cast.

E. This room contains the Keeper, who has 3 Body Points and any spells she hasn't used in this Quest remaining, as well as the High Altar. The High Altar may be attacked using normal combat and has 6 Body Points. It rolls four dice when defending.

When the Keeper is killed, read the following: *"The Keeper uses her last breath to call out to Morcar, 'My Lord… even in death… I am yours.'"*

When the High Altar is destroyed, read the following: *"The High Altar cracks asunder. There is a low wailing sound that comes from deep below and rises into a terrible scream. The sound grows ever more intense… and is then gone. Silence. The debris of the High Altar litters the floor."*

Remove all remaining monsters from play. **The quest is won.**

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Conclusion

Mentor stands on the great battlements looking out over the Realm. The sky is a clear blue with only the occasional wisp of a cloud. A small bird lands on the battlements beside him and flutters its wings before puffing its chest to perform a song.

Mentor smiles at the melody, looking as healthy as you've ever seen him. "Welcome, friends, yet another glorious tale to add to your growing legend!" Mentor chuckles, "The king will need to invent new honors to bestow upon you." There is a heavy pause. The wizard knows what explanation you seek.

"You may wonder how I've managed to leave the infirmary so soon, and what sent me there in the first place. At the entrance to the Dread shrine, I…" he pauses again, searching for the words, "I admit, I was awaiting death, as humbly as an old man can. I did not mean to distract you from your mission, but journeying to the Northern Dread Wastes took a toll on my health. It seems that the proximity to such a vast and concentrated source of magic, one that is so contradictory to my own, affected me in ways even Loretome could not have foreseen. Not only did it suffocate my powers, but it drained my life force as well. I shudder to think what would have become of me if you hadn't you succeeded in destroying the Shrine. All of this to say—I owe you my life."

The cheerful melody of the bird's song suddenly stops. Mentor regards it with pain in his now clear eyes. "But where one life is saved, others may be forfeit. That is the way of things." He beckons to the bird, whose black eyes fade to a dull gray. The bright colors of its plumage drain. Its beak forms a sharp curve, its feet elongate, and vicious talons scrape at the stonework. The bird screeches and launches itself, talons outstretched, toward Mentor. The Wizard steps back and, with a wave of his hand, the bird falls to the ground and dissolves to dust.

Mentor looks down, "I fear that in our efforts to stop Morcar—erm, Zargon—we turned loose a terrible evil. The malice of the High Altar should have been cast to the edges of the world, yet it would seem some remains. We must be ever vigilant." The wizard gathers some belongings and pulls a hood over his head, "Give my regards to the king. I must begin my research on this issue immediately. I trust you will keep the realm safe until my return."

As Mentor leaves, you see another figure approaching from further along the battlements. The chiseled features and broad smile are unmistakable. It is Ragnar, resplendent in the armor of a King's Guard and fully healed from his wounds. "Well met, friends. The King awaits." He pauses for a moment, "Is Mentor leaving? I thought he would stay for the ceremony. No matter, I've had enough of wizards for a lifetime." Ragnar sweeps one arm back, "Come. This way, the council is gathered to honor you once more."

As you walk away, far below at the foot of the battlements, the meadow blossoms fall. As the pink and white petals hit the grass, a few of them disintegrate into clouds of black dust.

Reward! When visiting the outpost, heroes may visit 2 locations and have a maximum of 2 Boons of Heroism each on all future quests.

Monsters

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points	Lore
Storm Master		6	4	6	5	7	A commander of elements who's forfeited his sanctity of mind for power.
Orc Warcaster		7	5	5	5	7	A seasoned commander with a strong magical influence over her orc forces.
Necromancer		6	4	6	4	7	A twisted sorcerer who dwells underground and experiments with the undead.
High Mage		5	5	5	4	8	A fearsome wielder with an exceptional command over the forces of Dread.
Artificer		6	4+2*	3	5	8	An adversary whose well-honed magical craft is evident in her spells, as well as the items she imbues.
Dreadshifters		5	4	3	2	4	A horrible monster that masks itself as an everyday object and lunges when least expected to.
Golems		5	4	5	3	0	A stone-forged servant who protects its master with unwavering loyalty.
Minotaur		7	4	5	6	4	Locked away in an underground labyrinth, it takes out its festering rage on any who dare disturb its caretaker(s).

*While Hammer of Ruin is cast.

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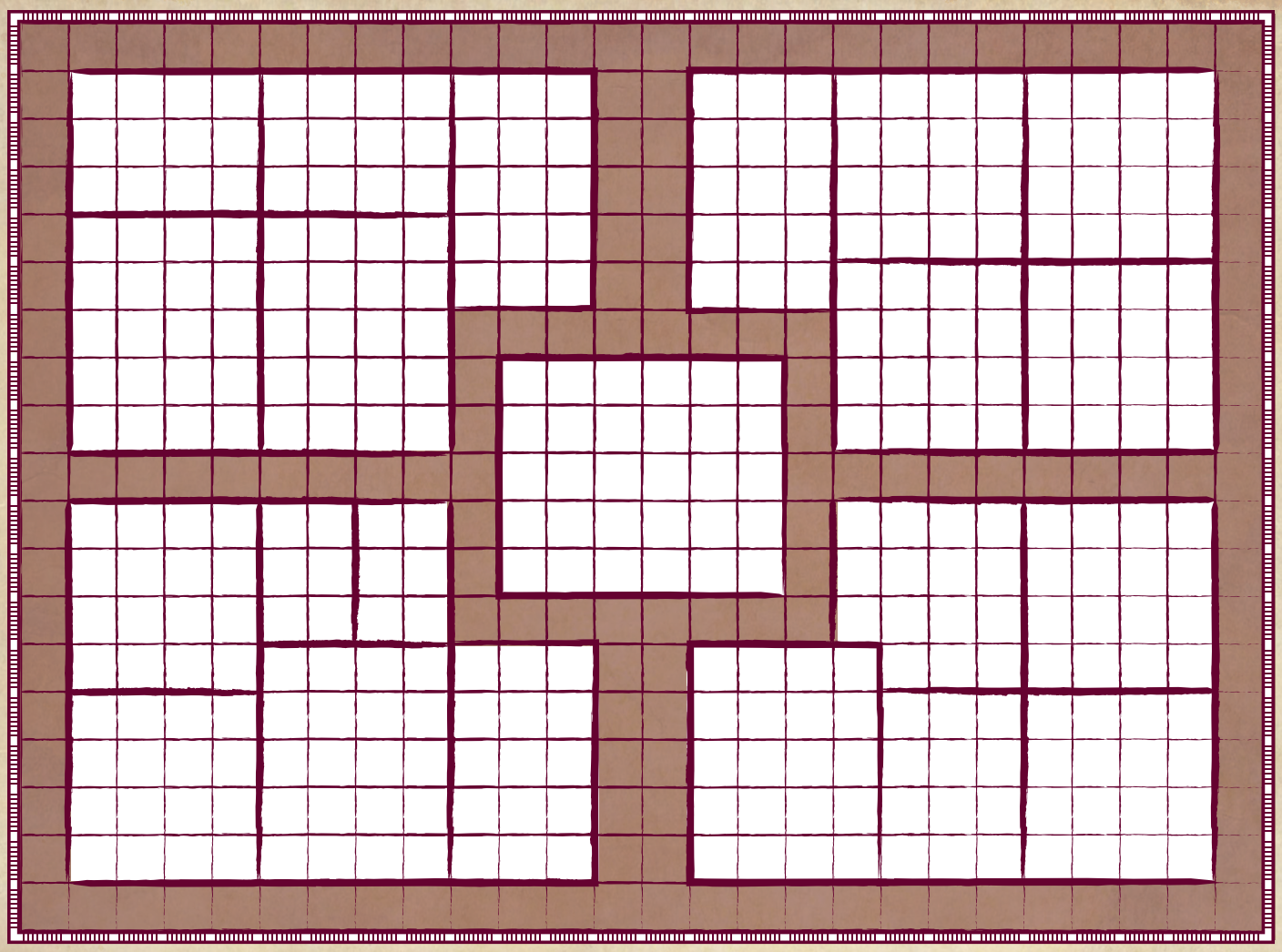

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